

QABBALAH

SCENARIO

Qabbalah is an exciting 3-dimensional arcade adventure game, where you play the part of an aspiring acolyte, seeking Union with the Godhead. Qabbalah is the ancient Hebrew esoteric doctrine, showing how this Union can be achieved. Now you too can join the seekers of truth in their quest.

The Qabbalistic system is based on the Sepher Yetzirah, or Tree of Life.

In the beginning, the Godhead (Kether) split into two spheres of light (Chokmah and Binah) representing Male and Female. These two spheres then split again forming more spheres, and so on. The Qabbalist believes that by traversing backwards along the paths of the Tree of Life, it is possible to once again become one of the Godhead. One method for doing this, known as Pathworking, is where the acolyte sends out his spirit to walk the pathways of the Tree. In Pathworking, the acolyte determines which path he is on by use of objects. Each pathway has certain objects corresponding to it.

In the game, your route along the Tree, has been pre-ordained by one of the Higher Beings and each path contains only one object. This is so that you may grow to Godhead in the wisest way possible.

Of course for everything that exists there is an opposite; the Tree of Life is no exception, it's opposite is called the Qliphoth. Walking the paths of the Qliphoth are negative beings, or demons. The negative tree occupies the same inter-dimensional location as the positive Tree. Coming into contact with these negative beings will drain your psychic energy. So remember, to attain Godhead you must travel all the paths, passing through all ten spheres on your way.

LOADING INSTRUCTIONS

Type RUN"DISC and then press ENTER. Now simply follow the on-screen instructions to play QABBALAH.

PLAYING INSTRUCTIONS

The game of Qabbalah can be played at one of three difficulty levels. The level of play determines how fast your energy is drained by the "nasties" also how intelligent the Demons are. Level 1 is not too hard and should be used at first. For more of a challenge, try level 2. Level 3 is the hardest of all; as such your chances of achieving enlightenment are very slim (but not impossible)!!

All objects are hidden from view, behind pieces of scenery or within buildings. To pass through the door of a building, you first have to collect the right key, which must then be selected for use. You "get" an object, merely by touching it. To prove that you are worthy you must collect two keys and a snorkel, before reaching the first sphere of Mualkuth. These objects will stay with you throughout your search for enlightenment. (What does a snorkel let you do???). To attain the next sphere, all objects on paths leading to that sphere, must be collected thus to move to Yesod only one object is needed to move on to Hod two further objects are required. to progress from there to Netzach three more are required, to move to Tiphareth three more, Geburah two more. Chesed three, Binah two, Chokmah three and finally Kether requires a further three objects.

Once you have travelled all paths to the next sphere collecting all the objects on your way, you must place them on the altar in the centre of the pyramid. Only then can you go on to the next sphere.

You control the game play ton, the of a joystick and/or the keyboard, the controls are as follows:-

REQUIRED ACTION

KEYBOARD

JOYSTICK

Walk left

Q or @

Left

Walk right

W or [

Right

Walk away

A or]

Up

Walk towards you

Z or /

Down

Jump

Spacebar

Fire button

Scroll the scenery

Left/R

ight (use keyboard)

Select object

cursor keys

(use keyboard)

Hold Game H

(use keyboard)

Restart Game

Any key

Any

(when held)

Abort Game

ESC and CTRL

(use keyboard)

together

Good luck, seeker for truth may the Higher Beings guide you on your quest.